OBSERVATORY — ALBA LEVEL

ADMINISTRATION — BYER LEVEL

ACCESS TO SPACEFIELD — COMA LEVEL

STORES — DALY LEVEL

RESIDENTIAL — ELIS LEVEL

RECREATION — FARR LEVEL

HYDROPONICS — GILL LEVEL

CITY COMPUTERS — HALE LEVEL

STORES — IAXA LEVEL

ENGINEERING — JOLY LEVEL

LOADING MARSPORT
on the Amstrad CPC464

1. Press CTRL and the small ENTER button together.
2. Press the PLAY button on the cassette recorder, and then press any key on the computer.
3. MARSPORT will now load automatically.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is less than one minute.

Keyboard Assignments.

Walk Left/Right	— Alternate keys on the bottom row, Z to /
Enter a Door	— The ENTER Key.
Camera Left/Right	— Alternate keys on the second row, A to]
Pick Up/Drop	— Alternate keys on the third row, Q to [
Select Object	— Top Row, 1 to CLR
Fire	— The SPACE bar.
Autorun on/off	— The 4 key, on the separate Numeric/Function Block
Freeze/Unfreeze	— The 5 key, on the separate Numeric/Function Block
Return to Options	— The 6 key, on the separate Numeric/Function Block.